

Curious George Flies a Kite: Memory Match

After reading *Curious George Flies a Kite*, use this Memory Matching puzzle to help students build familiarity with the book's vocabulary words. Find matching pairs of words to complete the game. Each new game presents a new set of randomly selected words.

BOAT	BOAT
GEORGE	GEORGE
HAPPY	HAPPY
ROOM	ROOM
RIDE	RIDE
SCARED	SCARED
